

COMBAT

NAME	PROFICIENCY BONUS
CLASS	PASSIVE PERCEPTION
ARCHETYPE	

RESISTANCE, IMMUNITY & VULNERABILITY		
RESISTANCES	IMMUNITIES	VULNERABILITIES

ARMOR CLASS	INITIATIVE	SPEED
CURRENT HP	TEMP HP	MAX HP
HIT DICE:		DEATH SAVES
MAX	USED	SUCCESSSES
		FAILURES
OTHER TYPES OF MOVEMENT		
SWIM SPEED	CLIMB SPEED	

SAVING THROWS					
STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA

CLASS RESOURCES			
NAME	TOTAL	USED	DETAIL

CONDITIONS

- | | EXHAUSTION | EFFECT |
|-------------------------------------|-------------------------|--|
| | LEVEL | |
| <input type="radio"/> BLINDED | <input type="radio"/> 1 | Disadvantage on ability checks |
| <input type="radio"/> CHARMED | <input type="radio"/> 2 | Speed halved |
| <input type="radio"/> DEAFENED | <input type="radio"/> 3 | Disadvantage on attack rolls/saving throws |
| <input type="radio"/> FRIGHTENED | <input type="radio"/> 4 | Hit point maximum halved |
| <input type="radio"/> GRAPPLED | <input type="radio"/> 5 | Speed reduced to 0 |
| <input type="radio"/> INCAPACITATED | <input type="radio"/> 6 | Death |
| <input type="radio"/> INVISIBLE | | |
| <input type="radio"/> PARALYZED | | |
| <input type="radio"/> PETRIFIED | | |
| <input type="radio"/> POISONED | | |
| <input type="radio"/> PRONE | | |
| <input type="radio"/> RESTRAINED | | |
| <input type="radio"/> STUNNED | | |
| <input type="radio"/> UNCONSCIOUS | | |

ABILITY SCORES & SKILLS

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
STRENGTH	INTELLIGENCE	WISDOM	CHARISMA		
<input type="checkbox"/> ATHLETICS <input type="checkbox"/> ACROBATICS <input type="checkbox"/> SLEIGHT OF HAND <input type="checkbox"/> STEALTH	<input type="checkbox"/> ARCANA <input type="checkbox"/> HISTORY <input type="checkbox"/> INVESTIGATION <input type="checkbox"/> NATURE <input type="checkbox"/> RELIGION	<input type="checkbox"/> ANIMAL HANDLING <input type="checkbox"/> INSIGHT <input type="checkbox"/> MEDICINE <input type="checkbox"/> PERCEPTION <input type="checkbox"/> SURVIVAL	<input type="checkbox"/> DECEPTION <input type="checkbox"/> INTIMIDATION <input type="checkbox"/> PERFORMANCE <input type="checkbox"/> PERSUASION		

WEAPON ATTACKS

ATTACK NAME	RANGE	ATK BONUS	DAMAGE	DAMAGE TYPE

ADDITIONAL COMBAT FEATURES

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SPELL ATTACKS

SPELL SAVE DC

ATTACK NAME	RANGE	CAST TIME	ATK BONUS	SAVE	DAMAGE	DAMAGE TYPE

SPELL SLOTS

LEVEL	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
TOTAL SLOTS									
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

CANTRIPS KNOWN

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CHARACTER DETAILS

XP

NEXT LEVEL

RACE

BACKGROUND

AGE

HEIGHT

WEIGHT

ALIGNMENT

DEITY

SIZE

SEX

VISION

BACKGROUND

SUMMARY

FEATURE

PERSONALITY
TRAITS

IDEAL

BOND

FLAW

CHARACTER APPEARANCE

PROFICIENCIES

WEAPONS & ARMOR

TOOLS

LANGUAGES

RACIAL FEATURES

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL TRAITS & FEATURES

WEALTH

COIN

CPSPEPGP

GEMS

10 GP50 GP

100 GP500 GP

1000 GP5000 GP

ART PIECES

25 GP250 GP

750 GP2500 GP

7500 GP

INVENTORY

LOAD

CARRYING CAPACITYCURRENT LOADPUSH, DRAG & LIFT

CONSUMABLES

POTIONS

SPELL SCROLLS

FOOD & DRINK

EQUIPPED ITEMS

ATTUNED

ARMOR

HEAD

NECK

BACK

HANDS

BELT

FEET

RING

RING

OTHER

WEAPONS & ARMOR

ADVENTURING GEAR

OTHER MAGIC ITEMS

TOOLS & KITS

TRINKETS

MOUNTS & VEHICLES

SPELLBOOK

SPELLCASTING CLASS

SPELL SLOTS

LEVEL 1st 2nd 3rd 4th 5th 6th 7th 8th 9th

TOTAL SLOTS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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CANTRIPS KNOWN

SPELL ATTACK BONUS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELLS KNOWN

☐ SPELL LEVEL ☐ PREPARED ☐ CONCENTRATION

Spells Known Total

Spells Prepared Total

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

NAME

SCHOOL

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RANGE

COMPONENTS

DURATION

SPELLBOOK

SPELL
LEVEL ☐ PREPARED ☐ CONCENTRATION

SPELLS KNOWN

NAME

SCHOOL

DESCRIPTION

CASTING TIME

RANGE

COMPONENTS

DURATION

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COMPONENTS

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SPELLBOOK

SPELL
LEVEL ☐ PREPARED ☐ CONCENTRATION

SPELLS KNOWN

NAME

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COMPONENTS

DURATION

CHARACTER PROGRESSION

CHARACTER PROGRESSION
